

STORES DEPOT:

This is where the Rock Raiders team can stockpile their stores.

This can be Crystals, Tools, Ore, etc.

These stores are taken between these depots, until they arrive at where they are needed.

The texture on the floor will change to show it is a different block.

Depots have unlimited numbers of barriers for building sites.

TRADING BLOCKS

We will initially try and trade automatically with any building within a 'xx' radius of a Depot. If this does not 'gameplay' work, then we need to specify specific 'trading blocks'

When the depot is first placed, the player will be prompted to select a 'trade' destination block for this depot.

A trade block can be another depot or building.

This is where the stores at this depot can be taken to.

A depot can have up to two trading blocks.

You can alter the trading blocks of a depot. (not sure how to best do this yet)

BUILDING

When you select a block to build then it automatically places the foundations.

The site then needs barriers placed around it, and depending on the building type, different amounts of crystals and ore.

The barriers, crystals, and ore are brought here with a 'request' task.

If a building site requests 'deliver xxx here' then it checks all the depots starting with the nearest depot first.

If a xxx is available then it sets up a task to collect xxx from the stores. If it is not available then we must search the further away depots until it is found

How it works - tasks

A unit will then collect the xxx from the depot.

It will check the task list for where to deliver to and then find the deliver xxx here task' which it will then take it to the building site.

TASKS TO IMPLEMENT

Deliver ore here

Deliver studs here

Deliver raw crystals here

Deliver power crystals here

Deliver barrier here

Deliver Dynamite here

Dynamite is stored at the depot. It sets up the following tasks,
place dynamite here (at the destination block)

Find the nearest depot and set up a 'collect dynamite here' task.
(a unit will then collect, and place – and explode at the block)

Build an electrical fence.

Defend mode

Lego man shoots at the rock monster if it is within 'x' radius of it.

Scan area.

Places a small flag on the block, to mark the spot, when a geologist scans here it will be removed and the radar map updated.

Lego men evade a rock monster.

Move into an adjacent block away from a rock monster – with flee animation

Upgrade a unit

This is given to a unit to

Build a barricade

Place rubble at this position.

Clear up rubble**Place Dynamite****OTHER ROUTINES NEEDED**

Place Rubble on the floor.

Large Dynamite Explosion

Lasers shooting / deflected from mirrors at right angles.

To be able to change the priorities of the Lego men

Collect crystals

Dig

Reinforce

Defend

Build

Repair tools after 'x' damage

Repair health

OBJECTS**Crystals**

Raw – found in rocks

Powered – after going through a crystal refinery (these glow with lighting effects)

Gold - special bonus crystals

Silver – these are the type needed to win the level.

ORE

Raw – large brown chunks

Studs – These are processed raw ore, studs are needed to build buildings.

Barricades

These are built around building sites

Dynamite

Used to blow up large sections of wall

Rubble

This is cleared up, or used to make barricades!!!

GRAPHICS:

See Rob D's animation for building a building.

The men get barriers from the tool stand carry them across the level and place them around the building base. We need animations3 for

- carrying a barrier and
- placing it beside a building base.
- Picking up a barrier
- Running away from a rock monster scared. The lego man drops what he is carrying and runs, arms in the air.

After a rock fall there is rubble left on the floor which needs to be cleared up.

We need a graphic for

- Rubble on the floor (This may be a mesh of small boulders, left from the rock fall!)
- An animation of the lego man scooping up the rubble with his spade and throwing it away.

We need a graphic for a 'Stud'

This is what the player gets from processing the ore, 'Studs' are used to build buildings. They will be carried from the ore refinery to the building site.

- The stud can be a single square Lego stud, a yellow one would be colourful

The Geologist scans set areas. These point to move to and scan are marked with a little marker.

- I suggest these are a little waving flag on the floor, but other suggestions are welcome. It needs to be unobtrusive

STORES DEPOT.

This is where the tools are stored, and the barricades are kept, and dynamite stored.

- We want a mesh to show this building with these objects on it.

THOUGHT BUBBLES:

Above each Lego mans head appears a little yellow thought bubble showing what he is thinking/doing.

We want a little graphic for each of these following thoughts.

Thinking (stuck)	'!'
Waiting	'z z Z Z'
Collecting Power Crystal -	arrow point to crystal
Carrying	
Crystal	;graphic of each of these
Ore	
Stud	
Dynamite	
Walking to...	'arrow'
Changing tool	'Spanner and ?'
Flee	
Hungry	
Happy face	'smile on face'
OK Face	'straight mouthed'
Unhappy face	'sad mouth face'
Level 1	' a number 1'
Level 2	' a number 2'
Level 3	' a number 3'
Level 4	' a number 4'
Damaged	'First aid cross symbol'
OK	'Thumbs up'
NO	'Thumbs down'